EARLY GAMES

MATCH MAKER

by Jane Adolf and Charles Boody

reading readiness games for young children

Atari Home Computers

to the parents

M atchmaker was created to provide even the youngest preschooler with an enjoyable, educationally sound computer game. Children delight in the feeling of competence that comes from operating the computer independently. Parents can feel confident that their child's time with the computer is a learning experience.

Matchmaker promotes matching, discriminating, and grouping skills. The content used to teach and reinforce these skills varies from game to game. Developing specific abilities in a number of ways enables the child to strengthen important cognitive skills while being exposed to a variety of colors, configurations and exercises. Each game in Matchmaker is sequenced from the easiest to most difficult task and the computer monitors responses in order to move forward through the game or review exercises according to the child's performance. Finally, all exercises are self correcting: the child will know why an answer is right or wrong.

about the authors

J ane Adolf received her Master of Arts degree in early childhood education from Stanford University. She is currently teaching preschool, training student teachers and instructing courses in early childhood education at the University of Minnesota.

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T he Atari disk is self-loading. To play, insert the BASIC cartridge into place, insert the disk into the disk drive, and turn the computer on.

To run the Atari cassette, insert the BASIC cartridge into place and select the side of the cassette you want. Side 1 has two programs: MATCH COLORS and MATCH SHAPES. Side 2 also has two programs: GROUP BY SHAPE and GROUP BY SIZE. Rewind the cassette to the beginning, turn on the computer, and press the **PLAY** button on the cassette machine. Then type **RUN** "**C**" and press the **RETURN** key *twice.*

picture menu

A n important feature of the disk version of this program is the Picture Menu which enables children to select a game. It consists of a series of pictures representing the games. When you see the picture of the game you wish to play, simply press any key. That begins the game!

It is also possible to select a game by pressing the **CONTROL** key and the **W** key simultaneously while in the Picture Menu. A word menu will appear and you can then select the game you wish by pressing the appropriate number.

The cassette version has only the word menu.

Use the **ESC** key at any time to return to the Picture Menu.

matching games

M atching games encourage children to identify the similarities and differences within a group of objects or drawings. Fine tuning discrimination and association abilities make reading acquisition much easier. A child that learns to attend to shape, orientation, and configuration at an early age will have an advantage when faced with decoding letters, words, and symbols at a later age.

There are six matching games: colors, orientation, facial expressions, shapes, reversible letters, and shapes and lines. Children make gross discriminations at the beginning of each game and are challenged with finer discriminations as the game progresses. The level of difficulty is also a function of the number of objects in the array from which matches are chosen.

Each matching game's picture menu sequence visually explains how the game is played. The object to be matched will move automatically above each member of the comparison array. To choose the matching object, simply press any key or either button on the game paddles. The computer will let you know whether or not your response was correct. If an error was made, the program will show you why you were wrong and give you another chance to respond to the same task. Should you continue to have difficulty with the exercise, the computer will illustrate the correct response for you. The computer will automatically return to an easier level if the exercises become too difficult. This allows for both success and review. Once you have mastered the easier levels of the game, press the control and ‹J› keys simultaneously to jump to more challenging exercises.

commands

Any key or either paddle button selects response
CTRL ‹J› jumps over the easy part
CTRL ‹S› allows selection of playing speed
CTRL ‹L› allows selection of difficulty level
The ‹ESC› key recalls the Picture Menu

G rouping exercises call upon discrimination skills and help develop the concept of classifying objects according to common characteristics. Not only must objects be compared on the screen but the child must also deduce what attributes distinguish the sets in order to group them correctly.

There are two categories of grouping games: size and shape. These games are similar to the matching games in format and mode of response. The introduction visually explains how the game is played and the computer will monitor your responses in order to progress forward or review material as is necessary. As you advance through the exercises the grouping tasks become more difficult. As is the case with the matching games, all grouping games are self-correcting.

commands

Any key or either paddle buttons selects response
CTRL ‹J› key jumps over the easy part
CTRL ‹S› allows selection of playing speed
CTRL ‹L› allows selection of difficulty level
The ‹ESC› key recalls the Picture Menu

limited warranty

The manufacturer warrants this software product against defects in manufacturing for a period of thirty days following purchase. If, during that period, you cannot properly load the program, you may return it to the manufacturer for a replacement. After thirty days a replacement can be obtained by sending the original product and $5.00 to the manufacturer, provided that the software product is then being manufactured by the manufacturer.

Returns should be sent to: Counterpoint Software, Inc., 4005 W. 65th Street, Suite 218, Edina, Minnesota 55435.
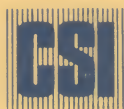
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